

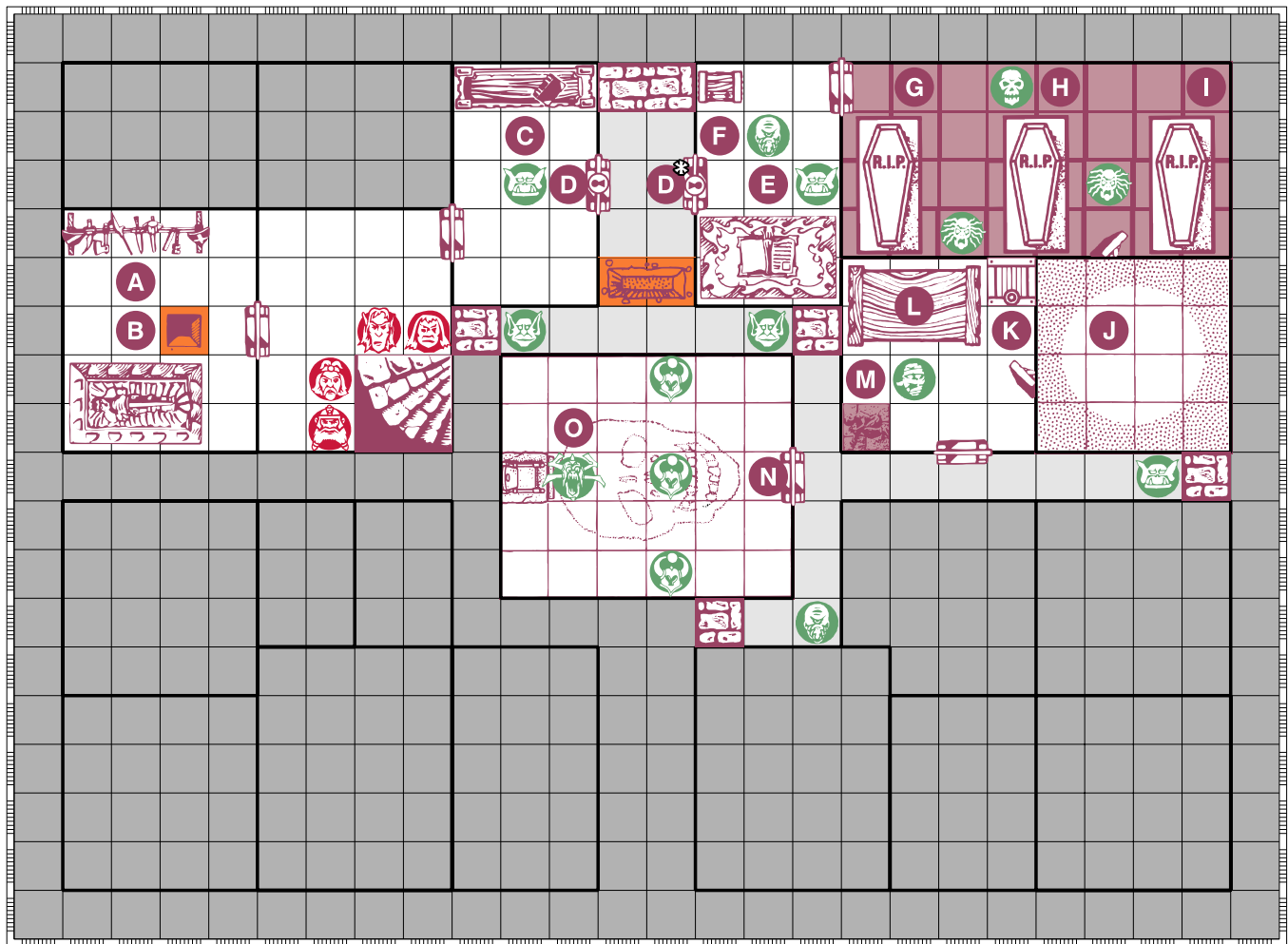
HERO QUEST™

Gulach the Gruesome

Q U E S T



B O O K



Single Quest

Gulach the Gruesome

Brave Heroes,

A horrible plague has spread across the empire. Everyone has been ordered to remain at home and not to undertake any unnecessary travel. In these difficult times the empire is quite vulnerable.

Informants have advised the High Council to act proactively on an incident in the South East. The infamous general Gulach recently conquered our stronghold there. And rumors say he is planning an invasion. This invasion cannot take place. Our

settlements there are completely defenseless!

Friends, travel to the South East, take back the stronghold and eliminate general Gulach. But beware, Gulach is an extremely dangerous opponent. Nobody has ever survived an encounter with him, so nobody can confirm what he looks like. Our informants have told us that he is always accompanied by three strong guards.

Good luck!

NOTES:

- A** You search the weapons rack and you find a Battle Axe and a Shield.
- B** You search the tomb and you find a Cloak of Protection and a Staff.
- C** You search the bookcase. Between the books you find a Potion for Resilience. On the top shelf you also find a bottle of ink and a feather (*card*).
- D** This door is locked (*don't tell the Heroes; the door can only be opened by successfully attacking it with the Battle Axe, e.g. throwing at least one skull with it*). This door (*) is also locked (*can only be opened with Battle Axed, but...*) you destroy the door, but the handle of your Battle Axe breaks, you lose the weapon!
- E** You search the sorcerers table and you find a piece of parchment with a mysterious spell that has to be read out loud. (*card*). Note: Reading the spell out loud can be done in the next turn, because it counts as an action! (*If the player proposes to discard the card after use, then tell the player that he can keep it.*)
- F** The chest is locked! ... As soon as the mysterious spell is read out loud: The chest in the corner of the room opens itself. When someone searches the open chest: You find a Potion for Invisibility. But if you examine the bottle more closely, you see that the bottle is empty! (*card*).
- G** You open the tomb. It is empty.



Wandering Monster in this Quest: Zombie

NOTES continued:

- H** You open the tomb. Suddenly a snake latches out and bites you in your hand. You feel the poison creeping up. It hurts like hell and you lose all strength in your arm. You lose 1 Body Point. For the rest of the Quest you will attack and defend with one dice less.
- I** You open the tomb. You find a Long Sword (*card*).
- J** *Don't tell the Heroes; this room turns -90 degrees and +90 degrees every time the mysterious spell is read out loud.*
- K** Hatch: *If Heroes are healthy:* A wandering monster appears! (*Zombie*).
Heroes low on health: You find a Potion of Healing!
- L** You search the table. You find nothing of use.
- M** You search the corpse in the corner. Suddenly a snake lashes out... (*pause for few seconds...*)... but it misses. And it slithers away into the darkness.
- N** You have reached the throne room. You see 3 Chaos Warriors... These must be the guards of General Gulach. But where is Gulach!?
- O** *Don't tell the Heroes; Gulach is invisible. He walks and attacks like a normal Gargoyle. However, when he attacks a Hero, the Hero cannot defend himself. If the Heroes are certain about the location of Gulach at a certain moment (because they bump into him or Gulach attacks a Hero from a certain tile (tell the Heroes from where), then the Heroes can throw the ink bottle at him:*
"The ink bottle explodes on impact and a large part of Gulach is revealed (*place Gargoyle on the board*). The infamous General Gulach is a Gargoyle with 3 Body Points."